

# Spotlight on *Schubert2*: A package for intersection theory in *Macaulay2*

Mike Stillman (mike@math.cornell.edu)

Department of Mathematics  
Cornell

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# A brief history of *Schubert2*

## Schubert

Schubert was a Maple-based package written by Sheldon Katz and Stein-Arild Stromme in the early 1990's.

- A Maple package for “doing” intersection theory of smooth projective varieties and enumerative geometry (e.g. how many lines are on a hypersurface?)
- Computing chern classes of bundles, Riemann-Roch formulas, solving enumerative geometry problems
- Early use: doing counts of rational curves of different degrees on a general quintic hypersurface in  $\mathbb{P}^4$ .
- Matched numbers predicted by physicists using string theory and mirror symmetry (after bug fix!).
- Problem: With changes to Maple, eventually Schubert would not even compile any longer, and can no longer easily be used.

Solution? Write a version for *Macaulay2*!

# Key ideas of Schubert

## Key ideas of Schubert

- Represent a smooth projective variety as **abstract**: not by equations, instead by its intersection ring  $A(X)$  of algebraic cycles modulo numerical equivalence. (A graded ring, graded by codimension, where multiplication is intersection, and work over  $\mathbb{Q}$  too).
- Represent a vector bundle (or sheaf) by its total Chern class
- Represent a map  $f : X \rightarrow Y$  of smooth projective varieties by a pair of maps

$$f^* : A(Y) \rightarrow A(X), \text{ a ring map}$$

and

$$f_* : A(X) \rightarrow A(Y), \text{ a map of } A(Y)\text{-modules.}$$

## Example

If  $X = \mathbb{P}^1 \times \mathbb{P}^2$ , then  $A(X) = \mathbb{Q}[s, t]/(s^3, t^2)$ .

$s$  represents  $\mathbb{P}^1 \times L$ ,  $L = \text{line}$ , and  $t$  represents  $p \times \mathbb{P}^2$ . The element  $s^2 t$  represents a point in  $X$ .

## Some basic Schubert2 constructions

- You can create hand crafted abstract varieties, bundles and maps
- Projective spaces, products
- Grassmannians, Flag varieties
- Projective bundles, Grassmann bundles, Flag bundles Uses Gröbner bases to compute in all of these intersection rings.
- Toric varieties
- Zero sections in an abstract variety
- Degeneracy loci of a map of vector bundles
- Blowups along smooth subvarieties
- Hirzebruch-Riemann-Roch and Grothendieck-Riemann-Roch

## Examples to do in emacs and Macaulay2

- 27 lines on a cubic surface
- Riemann-Roch for a divisor on a 3-fold
- A Calabi-Yau section of a toric 4-fold